

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Currently Amended) A gaming machine, comprising:

a housing;

an intelligent device a master gaming controller residing within the housing designed or configured to control a game of chance played on the gaming machine and to distinguish between two types of credits, cashable credits and restricted credits, wherein each game of chance comprises:

a) receiving a wager, comprising an amount of at least one of the restricted credits, the cashable credits or combinations thereof, on a game outcome for the game of chance, b) determining the game outcome for the game of chance, c) determining an award corresponding to the game outcome using a pay table that specifies the award for each possible game outcome for the game of chance wherein at least one award is an amount of the restricted credits and d) displaying the game outcome for the game of chance and the determined award corresponding to the game outcome wherein awarded restricted credits are stored on the gaming machine and available for wagers on subsequent games of chance until cashed out; game play sequence comprising a presentation of one or more games on the gaming machine; and
a display device for displaying the outcome of the game of chance.

2. (Original) The gaming machine of claim 1, wherein the restricted credits are non-cashable.

3. (Original) The gaming machine of claim 1, further comprising an input mechanism designed or configured to receive player credit instruments, and distinguish and store player credit type and amount.

4. (Currently Amended) The gaming machine of claim ~~3~~ 1, further comprising an output mechanism designed or configured to store restricted credit winnings information to a cashless instrument.

5. (Currently Amended) The gaming machine of claim 4, wherein said cashless instrument stores the restricted credit in combination with the cashable credit.

6. (Original) The gaming machine of claim 1, wherein said gaming machine is a stand-alone machine.

7. (Currently Amended) The gaming machine of claim 1, wherein said gaming machine is [a] interconnected with other machines via a server in a gaming machine system.

8. (Currently Amended) The gaming machine of claim 1, further comprising at least one of a printer, a ticket acceptor and a card reader connected with said ~~intelligent device~~ master gaming controller.

9. (Currently Amended) The gaming machine of claim 1, wherein ~~said memory storing logic further causes the intelligent device~~ the master gaming controller is further designed or configured to award the wins of restricted credits to a the player based on something other than the game outcome upon one or more of a percentage of cashable wins, an amount lost, a

duration of play, a progressive award, a system-wide bonus, an amount wagered, a winning streak, a losing streak, a host system input and a near miss.

10. (Currently Amended) The gaming machine of claim 1, wherein said gaming machine is a further designed or configured to also provide wins of the cashable credits as one of the awards.

11. (Currently Amended) The gaming machine of claim 10, wherein the gaming machine is further designed or said logic includes an evaluation mechanism configured to pay out different amounts of credit for a given win depending on if paid in said cashable credits or said restricted credits.

12. (Currently Amended) The gaming machine of claim ~~10~~ 11, wherein the amounts of credit for the given win are specified in said evaluation mechanism is associated with a pay table internal to the machine.

13. (Currently Amended) The gaming machine of claim ~~10~~ 11, wherein the amounts of credit for the given win are specified in said evaluation mechanism is associated with a host system pay table that is external to the machine.

14. (Original) The gaming machine of claim 1, wherein said gaming machine is a designed or configured to provide wins of only restricted credits.

15. Cancelled.

16. (Currently Amended) In a gaming machine, a method of awarding wins of restricted credit, comprising:

receiving a wager, comprising an amount of at least one of the restricted credits, cashable credits or combinations thereof, on a game outcome for the game of chance wherein the gaming machine is operable to distinguish between two types of credits, cashable credits and restricted credits;

determining the game outcome for the game of chance;

determining an award corresponding to the game outcome using a pay table that specifies the award for each possible game outcome for the game of chance wherein at least one award is an amount of the restricted credits and

displaying the game outcome for the game of chance and the determined award corresponding to the game outcome wherein awarded restricted credits are stored on the gaming machine and available for wagers on subsequent games of chance until cashed out.

~~receiving a player wager on a game;~~

~~conducting the game; and~~

~~awarding a win of restricted credits based on the game outcome.~~

17. (Original) The method of claim 16, wherein the restricted credits are non-cashable.

18. (Original) The method of claim 16, wherein the restricted credit winnings are calculated according to a fixed internal pay table.

19. (Original) The method of claim 16, wherein the restricted credit winnings are calculated according to an external pay table.

20. (Currently amended) The method of claim 16, further comprising awarding wins of restricted credit to a player based ~~on something other than game outcome~~ upon one or more of a percentage of cashable wins, an amount lost, a duration of play, a progressive award, a system-wide bonus, an amount wagered, a winning streak, a losing streak, a host system input and a near miss.

21. (Currently Amended) The method of claim 19, wherein the external pay table determines game outcome based on a pay table of at least one of a bonus award, a progressive award, losing streak, player loyalty, duration of play and host system direction.

22. (Currently Amended) The method of 16, further comprising awarding wins of the cashable credits based on game outcome.

23. (Original) The method of claim 16, wherein said gaming machine is a stand-alone machine.

24. (Original) The method of claim 16, wherein said gaming machine is a interconnected with other machines via a server in a gaming machine system.

25. (Original) The method of claim 16, wherein the wager comprises restricted credits.

26. (Original) The method of claim 16, further comprising displaying on the machine available credits by credit type.

27. (Original) The method of claim 26, further comprising displaying on the machine available credits in one or more cash denominations.

28. (Original) The gaming machine of claim 16, further comprising converting restricted credit winnings to cash at a discount of face value.

29. (Currently Amended) The gaming machine of claim 16, further comprising converting restricted credit winnings to the cashable credits at a discount of face value.

30. (Original) The gaming machine of claim 16, further comprising converting restricted credit winnings to merchandise.

31.-34. (Cancelled)